

**ABSTRACT**

Systems and methods for providing an enhanced auditory behavior to a graphical user interface are described. Control elements portrayed by the graphical user interface on a display are associated with at least two states. When transitioning between states, a sound effect specified for that transition can be provided to provide further user or designer customization of the interface appearance. Movement of objects can be accompanied by a repeated sound effect. Characteristics of both sound effects can be easily adjusted in volume, pitch and frequency.